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Chosen Mechanism: Videogame Development

Introduction and Technical Definition of Chosen Mechanism:

For my Mechanism Discussion Topic, I have chosen is *Videogame Development Programming*, this is one of the main components used in videogame development companies, **videogame programming deals with multiple programs that are needed to be created and connected that are used for every section and part that is built into making a videogame**. The components used in the code of developing and programming videogames is similar within the main starting point but can branch out to using different code and functions depending on the game being developed. With using code scrips this is used for creating the different sections of computer programming code that are available when certain actions are triggered within the game. These can range from what the controls of your character will do, how to interact with other computer-generated characters, as well as items and objects found within the game. With all the different scripts that could be used for developing and programming videogames this shows how coding and programming has become such a big part of developing videogames.

Conclusion:

Coding with Videogame Development uses multiple functions and helps control the functions and controls of the character playing the videogame. It is used as the stepping stones to ensure that the game functions and allows for the game to work properly. With the use of the many different methods, and functions created for coding a videogame it is such a big part of creating and developing a videogame of the specific type in mind. With the coding used for character control, object interaction/character interaction, as well as action triggers or cut scenes events that the player may experience while going through he game. Without the coding used for the development and creation of videogames, videogames may have to have been developed in a completely different format or they may not have been built to begin with. Computer coding is such a fundamental part of videogame development it is in ways the stepping stones of the building bricks for building the beginning development and ending development for videogames developed in the many different videogame companies.